Types Of Computer Operation

Booking A Concert Ticket:

There are 2 places left and it's your favourite band. You go to the booking office and buy the tickets. How do you know that your ticket is reserved for you? How are you sure that someone else has not already sold that ticket?

Real-Time Processing:

As soon as a booking is made the system is immediately updated. A real-time system often consists of more computers, all connnected via a NETWORK, and they are 24 hours on-line.
Real-time is also needed for e.g. computer control. For example: Motorway Signals (to let the drivers know if there has been an accident).

Advantages:
The information is bang up-to-date.

Batch Processing:

Batch processing is used to do a major job in one heap. For example calculating salaries and printing payslips . It happens at regular intervals. All input data is stored before processing takes place (must be

prepared before-hand!)
A batch process will run on its own, it is an efficient way of using computers also at night!

Multitasking / Multiprogramming:
This type of processing is used by mini or mainframe computers who work so quickly that they have to wait for the peripheral devices to catch up so they are given more than one task to do at a time. This is done via time-sharing of the CPU.

Transaction Processing:
This is a type of demand processing which only takes place when requested.

Multi-Access processing:
A booking system could have a large central database. It is serving more than one agent at once. It allows very quick data connections and allows that many users at the same time can access the same data!
Example: an airline booking system.